

Performance Objectives And Instructional Cues	OUTLINE AND PRESENTATION
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“CRIMES IN PROGRESS / BUILDING SEARCHES”

I. Instructional Goals:

- a. Effectively use the 7 critical tasks, no matter the size or situation of the incident.
- b. Effectively distinguish between a mobile or dynamic situation, and how to set the perimeter.
- c. Effectively determine when a normal patrol officer should make entry and when they should call for a specialty team.
- d. Effectively demonstrate a good working knowledge of one and two officer entries.

II. Learning Objectives:

- a. Student should be able to identify what a danger zone is and why it is to be narrowed as soon as possible.
- b. Student should be able to articulate what the inner perimeter officers should do, should a suspect leave the building during an operation.
- c. Student should be able to identify who should be in the command post.
- d. Student should be able to identify why tactical teams are effective in clearing a structure.
- e. Student should be able to describe why leading with your weapon or a quick peek are ineffective.
- f. The student should be able to describe what they should do when re-entering the hall, after clearing a room.
- g. The student should be able to describe actions taken prior to entry.
- h. The student should be able to name the two types of entry.
- i. The student should be able to describe how fast they should enter a room.
- j. The student should be able to describe actions taken if they encounter a danger area when clearing a room.
- k. The student should be able to describe why they must look at each other after the room is cleared.
- l. The student should be able to describe why the use of “10” codes or hand signal is not a good idea.

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Instructional Method: Classroom lecture and practical exercises.

Other Equipment: Overhead projector

Estimated Time: 6 hours

Bibliography: US Department of Energy, Central Training Academy,
Security Police Officer III, 1999.

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Date: _____

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PATROL OPERATIONS “CRIMES IN PROGRESS / BUILDING SEARCHES”

- I. Arriving to the Scene – It does not matter what kind of incident you are arriving at, if you implement the seven critical tasks, it is going to limit liability if not eliminating it. Try not to rush into a situation. Do not be afraid to use resources from other departments.

A. Communications – clear a channel for your critical incident.

- i. Allows uninterrupted conversations for a particular incident.
- ii. Realize if a particular incident will require more dispatch personnel. Understand that crime or calls will not stop even if you're handling a crime in progress.
- iii. Identify Resources. Do not forget to listen to other personnel. Trust them handling their particular areas of responsibilities. They can see things that you cannot.

LO a.

- B. Danger Zones – immediately identify the kill zone. We want to eliminate any personnel, as well as potential suspect, bodily harm.

- i. Vague location – it can something like just a house number with no direction or unknown perpetrators.
- ii. Specific location – the same home, but with a direction of shots fired, which room the suspect is in, with no other persons in the home. This would include a physical description of surrounding areas, color of the home, a persons who can describe the interior of the house.
- iii. Narrow / Specify the danger zone. Try to narrow the danger zone to keep potential casualties at a minimum. Persons on the outer perimeter or staging areas could be in danger if this is not identified.
- iv. Identify resources, which could help you resolve the problem; Tactical or S.W.A.T., air support, Haz-Mat response teams, etc.

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LO b.	<p>C. Inner Perimeter: the situation will dictate how close or far this will be set.</p> <ul style="list-style-type: none"> i. Identify objects or material, which might provide cover or concealment. Identify like objects, which might hinder a responding team. All information including wind direction, weather, lighting, conditions of roads are all extremely important. ii. Make a detailed diagram of the outside of a house. This will help a specialty team get the lay of a home without even entering the home. Try to identify entrance and egress routes. iii. Inner perimeter will be responsible for a suspect who will flee a location. Stay in place and let the suspect come to you. DO NOT LET THE PERIMETER COLLAPSE. iv. Each incident will dictate whether an inner perimeter is entrenched (i.e. a barricaded, dangerous felon), or if the perimeter must go mobile (Hazmat incident with a wind change). <p>D. Outer Perimeter – the jack-of-all-trades, for the incident.</p> <ul style="list-style-type: none"> i. Directs traffic away from the incident. ii. Provides entrance and egress routes to and from the incident. iii. Provides information to responding personnel as to where the staging areas and command post is located. iv. Should be reasonably safe from current situation. v. News media magnet – ensure to brief your officers as to what to do if the media arrives. vi. In a mobile situation, the outer perimeter can quickly become the inner perimeter (i.e. the Hollywood Bank Robbery). <p>E. Command Post – Nobody but key personnel should be allowed in here. Police Officers are problem solvers and like to be in the middle or on top of a problem.</p> <ul style="list-style-type: none"> i. Commander / Team Leader, designate a person who is in charge. ii. Designate a scribe. This can either be a person, logging down times and persons arriving or have an audiotape rolling. iii. Do not have the media staging area, next to the command post.
LO c.	

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LO d.	<p>F. Staging Areas – Do not have to be all in one area. Stage resources where they can best be used.</p> <ul style="list-style-type: none"> i. Police Officer staging area. In large incidents, make sure you designate where officers have to park. Remember, most police officers are use to parking where ever they want. If this happens in some congested areas, routes to and from an incident can be blocked. ii. Medical Staging Area. You might want to look into an area, which could be large enough for a helicopter to land on, depending on the situation. iii. S.W.A.T. / Tactical Team staging areas. iv. Civilian Staging Areas. Used for parents or relatives to meet up with other loved ones. <p>G. Resources – identify them as soon as possible. Do not rush into a situation. Do not be afraid to request resources from other agencies. We are all on the same team. It is better to error on the side of too much than too little.</p> <p>II. Clearing Houses / Structures – The size, location, dimension and crime are all going to dictate whether a house or structure will be cleared by a normal patrol officer or be a tactical team element. Know your limitations. Tactical teams are successful because there are a large number of trained personnel entering a room. Because officers receive training in room clearing, it does not mean they are qualified as a Tactical officer. It is done for officer safety.</p> <p>A. Single Person Room Clearing – try to have another officer with you. Ideally, you want to work in pairs.</p> <ul style="list-style-type: none"> i. Pie off as much of the room as possible. Try not to expose your back to another open door. <ul style="list-style-type: none"> 1. Do not pie room with the weapon in front of your face. You need to be able to identify hands and objects. ii. When entering the door, step to the center of the door opening, just slightly through the door. Lean through with the weapon at a low ready to clear one corner immediately. Do not step out of the door jam. <ul style="list-style-type: none"> 1. Do not lead with your weapon; it gives away your position. 2. Do not quick peek; this does nothing but let the bad guy know where you are.

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LO e.	<p>3.If you identify a suspect, verbalize with that person. Call them out to you. Do not enter into the room to them.</p> <p>iii.Immediately after identifying the corner, rotate 180 degrees to clear the opposite corner. If the opposite corner is clear, go through the door.</p> <p>1.Again, do not lead with your weapon. The reason why you are at a hard low ready is because it allows an officer to identify the hands.</p> <p>iv.Through the door. Get your body out of the fatal funnel. Go initially to the corner you just finished clearing. Finish clearing the room.</p> <p>1.If there are other objects in the room, pie them off. Do not move any faster than you can shoot accurately.</p> <p>2.If a suspect surprises you go to the threat and take charge. Do not allow the suspect time to think about doing something.</p> <p>v.Upon completion off clearing the room, pie the hallway again. When you re-enter the hallway, dominate the hallway.</p>
LO f.	<p>1.Do not lead with your weapon.</p> <p>Practical exercise</p> <p>B.Two Person Entry – ideally you want to have at least two officers to enter a structure or room. Remember, if you run into something you cannot handle, back out, speak calmly and call for resources.</p> <p>i.Prior to entry, identify who is going to be the lead officer. This might change during the course of the entry, but helps alleviate confusion.</p>
LO g (1 thru 7)	<p>1.Identify how you are going to communicate.</p> <p>2.Have an audio recorder.</p> <p>3.Review your custody plan, i.e. who will be the cover officer and who will be the cuffing officer.</p> <p>4.Remind each other to take your time prior and while in the building. Your adrenaline will make you work faster than normal. Remember you do not have to clear a house fast, but you have to do it safely.</p>

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LO h.	<p>5. Use and practice short commands. Identify a command that you both will initially use, prior to one officer taking over the verbal communications part (contact officer).</p> <p>6. Do not enter a room if you see someone in the room. Call them out to you. Question them for information in reference to others in the room. If it becomes an incident you cannot manage, begin setting the perimeter and call for additional help.</p> <p>7. Keep your weapons at a hard low ready. Remember, there is now two of you in a confined space, do not hurt each other.</p> <p>ii. Pie the room – due to the dynamics of a building, all rooms are not going to be perfect squares. Here are a few keys to remember when initially scanning the room.</p> <ol style="list-style-type: none"> 1. Where is my partner – does he have a better view of the room or do I? 2. Communicate what you see in the room. Humans are visual beings. Describe what you see so that your cover person does not lose his/her area of focus for covering you. 3. Set your position for entry. Your body does not have to be right against a wall. Use a good angle to maximize the smoothness of an entry. 4. Do not crowd the door. Allow your body a few paces prior to getting through the door. <p>iii. Set your entry positions. Try to have the first person go to the area of the room that has not been cleared. In other words, go to the spot in the room that scares you the most, first!</p> <ol style="list-style-type: none"> 1. Not all rooms are going to be perfect squares, which means not all entries will be the same. The three types of entries are: cross over - buttonhook, criss – cross, double buttonhook. 2. Remember, if your partner goes one way, you go the opposite way to protect your partners back. 3. Do not let your partner enter a room alone.

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LO i.	<p>iv. Through the door. Remember when you work in pairs, you have to get your body out of the way, so that your partner can get into the room as well.</p> <ol style="list-style-type: none"> 1. A good rule to remember is 3 steps past the door jam. 2. Do not speed up through the door and then slow down after you make it through the door jam. This is not conducive for shooting accurately. Keep a steady pace. 3. Even if you catch a glimpse of a suspect in your peripheral vision, but is not in your area of responsibility, trust your partner to take care of his/her area of responsibility. Think of it, if you're turning to address the threat, and your partner is entering the door, you might hurt your partner. <p>v. Clear your nearest corner. If you can visually see the corner and what is in it, you do not have to go to the step in the corner. You can then begin to clear to center.</p> <ol style="list-style-type: none"> 1. If you run into a closed door or an area, which you perceive as a danger area, stop, hold on that area and let your partner know (example, "I've got a danger area, closed door."). <p>LO j.</p> <p>vi. Run the wall. This does not mean that you physically have to run the wall. It means that you start clearing a room from the outside in. Do not let potential danger areas bypass you. Remember, a suspect is going to hide in the least suspected area, hoping you will miss him.</p> <ol style="list-style-type: none"> 1. If your partner gets involved in a potentially dangerous confrontation or is holding on a danger area, you will have to pick up the slack and finish running his/her section of the room. BE FLEXIBLE! Room entries are dynamic so they constantly change your detailed plans, but not your overall plan. <p>vii. Clear to the center of the room. When you do this, your field of fire should cross at approximate 45-degree angle. Do not leave any area unchecked.</p> <ol style="list-style-type: none"> 1. Ensure that you visually look at your partner. An officer might be looking at a danger area, but tells you that he is all clear.

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LO k.	<p>2.Also, check your partner for damage. Adrenaline can allow a person to operate with bodily damage.</p> <p>viii.Communicate – use clear and simple language.</p> <p>1.Do not speak in “10” codes. Who is to say you will be working with someone from your department.</p> <p>2.Hand signals are good, but unless you are working with the same person, they can be easily misunderstood.</p> <p>LO I.</p> <p>ix.Leaving the room – remember, because you left the hallway empty, you have to take it back, just like you did the room you just entered. Never assume that it is clear.</p> <p>x.Considerations prior to entry:</p> <p>1.Is the entry into the room necessary?</p> <p>2.What knowledge or information do you have on the suspect and the lay out of the room?</p> <p>3.Do you have necessary manpower, training and equipment to perform entry?</p> <p>4.Is there a Tactical Team available?</p> <p>5.Ready yourself physically and mentally.</p> <p>III. Practical Exercise</p> <p>A. Pre-approved, cordoned off area, secluded from contact with citizens. Role players can be used. If training in an area where normal business is being conducted, an announcement of the training should be made.</p> <p>B. No live weapons or ammunition in training area !!!</p> <p>C. Inert weapons or weapons that fire dye marking cartridges only are to be used.</p> <p>D. A safety officer must be assigned to insure that no live weapons are used</p> <p>E. Scenario: Any scenario may be used however for new students, the scenario should be very basic. Examples:</p> <p>1) Burglar alarm at a home. Neighbors reported hearing a scream.</p> <p>2) Silent alarm at a bank</p> <p>3) Report of a prowler in a vacant building</p>

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	<p>F. The student will direct officers to perimeter positions (these positions can be administratively assumed to facilitate training however the student must still identify perimeter locations)</p> <p>G. Negotiations will be administratively bypassed to force the student to demonstrate building clearing</p> <p>H. The student will be evaluated on:</p> <ul style="list-style-type: none"> a) Identification of possible escape routes and perimeter officer placement. b) Proper weapon handling (4 general safety rules) c) Noise discipline d) Light discipline e) Proper demonstration of the 5 rules of room clearing <ul style="list-style-type: none"> 1) The instructor can assume the role of the second officer for two person room clearing.

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